

KONAMI



BOMBERMAN

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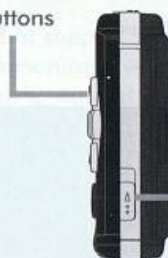
Welcome!

Thank you for purchasing BOMBERMAN for the PSP® (PlayStation®Portable) system. Please read this manual carefully and place it in a safe place for future reference.

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SETTING UP

△ ○ × □ Buttons



POWER/HOLD switch



Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Bomberman disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

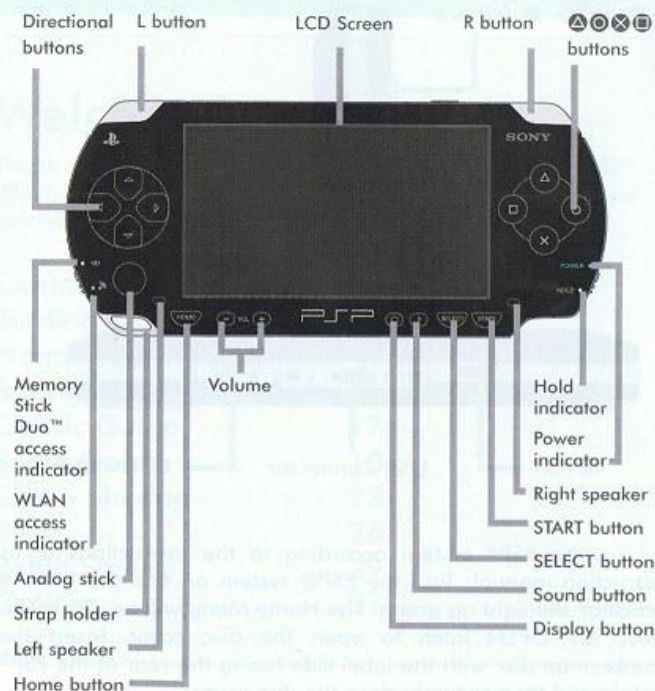
PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Please ensure there is enough space on your Memory Stick Duo™ before commencing play. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.



SETTING UP



WIRELESS [WLAN] FEATURES

Software titles that support Wireless [WLAN] functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network [WLAN].



AD HOC MODE

Ad Hoc Mode is a Wireless [WLAN] feature that allows two or more individual PSP® systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP® Game in their PSP® system.

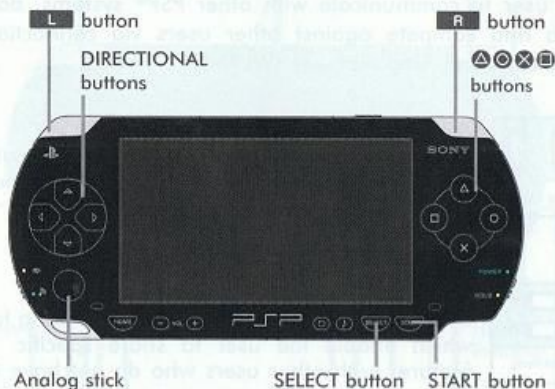


INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless [WLAN] feature that allows the PSP® system to link to a network via a Wireless [WLAN] Access Point [a device used to connect to a Wireless network]. In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device [e.g. a Wireless ADSL Router], a Wireless [WLAN] Access Point and a PC.

For further information and setting up details, please refer to the PSP® system Instruction Manual.

CONTROLS



START button

Used to start the game and display the pause screen [see page 11 for details].

Note: The game cannot be paused during multiplayer battle games.

SELECT button

Used to switch the screen between stocked items and set items in a Normal game.

Directional buttons

Used to move the player and select commands on various selection screens.

Analog stick

Used to switch the screen between stocked items and set items in a Normal game.

Note: These controls describe the default control settings and can be changed in Control Settings in Options [see page 31 for details].

○ button

Used to place bombs, and cancel on various selection screens. Also, with the line bomb power-up item in Normal or Battle games, pushing the ○ button twice in a row places all available bombs at once.

× button

Used to enter commands on various selection screens. With the remote control power-up item in Normal or Battle games, pushing the × button sets off bombs. Also used to toggle the camera in Battle game mode.

□ button

Used to equip stocked items in the Normal game.

△ button

Used to display item explanations in the setup screen of a Normal game. Also, with the bomb kick power-up item in Normal or Battle games, pushing the △ button stops kicked bombs.

R button / L button

Used to select stocked items in a Normal game. Also, on the stage screen, pressing the R button and the L button at the same time will toggle the stocked/set item display on and off. Used to display player numbers above the character's heads in a Battle game. Also, the phrase "1 More" will appear over the head of a player who can win the game with one more win. The display can be toggled between "no display", "display player numbers" and "display 1 more".

WLAN switch



Used for versus play and game sharing.

WLAN switch

STARTING A GAME

Insert the BOMBERMAN PSP®Game disc into your PSP® (PlayStation®Portable) system, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot, then slide the POWER/HOLD switch upward. This will turn the PSP® system on, and the Title Screen will appear. Press the START button on the Title Screen to display the Mode Select Screen.



ABOUT THE MODES

Normal Game

The latest Bomberman mode with new, updated gameplay elements such as item stocking and boss battles. A single-player

Classic Game

mode with 10 worlds and 100 stages.

A single-player mode with 50 stages. This mode becomes available after fulfilling certain conditions in the Normal game

Battle Game

mode.

Use bombs to defeat other players, and fight to be the last one

Game Sharing

standing. Up to 4 players can play in Ad Hoc Mode.

Play a Battle game with other players using Game Sharing to transfer game data to other players. This Battle game has limited

Options

stages and rules, as well as simplified graphics.

Adjust settings for Autosave and controls, and access the sound test.

Language

Adjust language options under the options section.

NORMAL GAME

Uncover the mysteries of the diabolical scientist Dr. Buggler, and eliminate his mech army along the way in this action-packed single-player mode.



STORY

A dark shadow makes its way toward the star system that Bomberman calls home...



Now begins Bomberman's new adventure – to restore peace to the galaxy!



STARTING A NORMAL GAME

From the Title Screen select 'Normal Game', then select 'Start new game'. After saving game data the game will begin. If you have saved data from a previous game select 'Continue game'. After loading the saved game you can continue your previous game.





THE STAGE SCREEN



1 Score	Displays the points earned during the game.
2 Time limit	The time remaining. Enemies appear when the time reaches 0.
3 Remaining lives	Displays the number of remaining lives.
4 Number of bombs	The current number of bombs. You can carry a maximum of 8. (Maximum of 10 in the Classic game.)
5 Bomb firepower	Current firepower. Can be powered up to a maximum level of 8.
6 Speed	The player's speed. Can be powered up to a maximum level of 8.
7 Player	The character controlled by the player.
8 Bomb	The blast expands in four directions when it explodes.
9 Enemy	Can be defeated with a bomb. The player will lose a life if touched by an enemy.
10 Soft block	A block that can be destroyed with a bomb blast. Doors or items may appear when a soft block is destroyed.
11 Hard block	A block that cannot be destroyed by a bomb blast.



SAVING

This game supports the Memory Stick Duo™ and Memory Stick PRO Duo™, and uses them to save game data. At least 384KB of free space is required to save.

Saving occurs automatically when you select 'End' on the Game Over screen, when you adjust your settings on 'Control Settings' or 'Item Scroll' and return to the Options Menu, and when you clear a stage in a Normal or Classic game. (This occurs if you have selected 'Autosave' in the Save Settings in the Options Menu.) Please see page 31 for more details about Options. You can play the game without saving, but your option settings and rankings will not be recorded.



ITEM SETUP

In Normal game mode, you can stock up on items and use them to power up whenever you want. This allows you to choose the items that will be most effective against the enemies you face on any given stage. The more items you have, the better off you are. The strategic use of items becomes crucial to your success, so use these items wisely. You can equip different items during gameplay, or while the game is paused.



Set Items

When you pick up an item it will be added to your item stockpile on the left side of the screen. You can equip items from your stockpile freely as you make your way through the stages.



Setup Screen

Before you enter a stage, you can change the items you have equipped. You can also view explanations for items by pressing the © button.

While you can keep most items until you lose a life, there are some exceptions. Special bombs cannot be taken to the next stage, and some other powerful items can only be used for a set amount of time. You must decide on the best way to use your items effectively.



VIEWING YOUR ITEMS



You can switch between the item screens with the SELECT button or analog stick.



1 Stocked items

Icons for stocked items

2 Number of items

The number of stocked items

3 Selected item

Press the  button to use the selected item. If you cannot use it anymore, or if you have no more of this item left, the display will be greyed out.

4 Special items 1

Displays currently equipped items that can only be used for one stage. The bomb graphics will change for special bomb items. Hearts will disappear after they protect you from damage once.

5 Special items 2

Displays currently equipped items that can only be used for a limited time. If time runs out, you can re-equip them.

6 Time bar

Displays the remaining time on limited-time items. The bar's length will vary depending on the time remaining.

GAME PROGRESSION

Destroy Soft Blocks

The stage contains soft blocks, which can be destroyed with bombs, and hard blocks, which cannot. The exit, which you must find to clear the stage, and power-up items, are hidden in the soft blocks. Collect power-up items to prepare yourself for powerful enemies that appear in later stages.



Equip Items

Once you have found power-up items, equip them to take advantage of their effects. Stock up on as many items as possible so you can use them in the more difficult stages later on.



Stage Clear Conditions

When you have defeated all of the enemies in a stage the exit will be highlighted. Go into the exit to clear the stage, and move on to the next one. There are 10 stages in each world, for a total of 100 stages. As you make your way through the stages, they will get more and more difficult.



Game Over

You will lose a life if you run into an enemy, or if you are touched by a bomb blast. If you run out of lives, the game is over.



Bonus Stages

After you clear Stage 5 you can play a bonus stage. Here, you can pick up a large number of items after you defeat 10 enemies.



Boss Stages

A powerful boss appears in the last stage of each world. No item stock screen will appear, so you need to equip all items before the fight begins. Defeat the boss to clear the world, and move on to the next one.



Key Items



You must find all of the Key items hidden in the first nine worlds, and clear the ninth world in order to play the tenth world. You can use the world map screen to see how many of the Key items you have collected.



Continues

When your game is over the screen at right will appear. Select 'Continue' to pick up the game where you left off. Select 'Save' to save your game records. Select 'End' to return to the Title Screen.



CLASSIC GAME

Fight your way through 50 stages in this single-player game.



CLASSIC GAME

The Origins of Bomberman

Once you clear the Normal game mode and save that game data, you can select the Classic game mode from the Mode Select Screen. This is a simple game mode in which you place bombs to defeat enemies and destroy soft blocks.



ENEMY CHARACTERS



Ballom:

100 POINTS



O'Neil:

200 POINTS



Dull:

400 POINTS



Chondria:

1000 POINTS



Pong-Tang:

8000 POINTS

The enemies that appear in Normal and Classic game modes each have their own speed and action patterns. As you work your way through the stages, more powerful enemies appear. You can earn more points by defeating enemies consecutively. If you defeat 4 Balloms at the same time, for example, you will earn 100 for the first one, 200 for the second, 400 for the third, and 800 for the fourth, for a total of 1500 points. In the Normal game mode, you receive bonus points when you defeat 5 or 10 enemies at the same time.

PAUSE MENU

Return to game: Resumes gameplay

Return to title: Returns to the Title Screen

Save: Saves game data



BATTLE GAME

Play against your friends in Wireless (WLAN) Ad Hoc Mode with up to 4 players.



GAME PROGRESSION

Battle Game

Select Battle Game from the Title Screen. To play against two or more people, select 'Host a Group' or 'Join a Group'.



Game Sharing

You can transfer a game to a PSP® (PlayStation®Portable) system that does not have a PSP®Game inserted. The recipient can then participate in a versus game (see page 24 for details).

SETTING UP A VERSUS GAME

You will need:

- At least 1 BOMBERMAN PSP®Game
- 2 to 4 PSP® (PlayStation®Portable) systems (one for each player)

[1] Turn the WLAN switch on: *Everyone*

All players should bring their PSP® (PlayStation®Portable) systems within 9 meters of each other, and turn their WLAN switches on.

[2] If you select 'Single Player'

Select 'Single Player' on the Menu Screen, and the Rules Setup Screen will appear. You will be able to play against computer-controlled opponents.

[3] Host a group: *Player 1*

Select 'Host a Group' from the Menu Screen to display the screen below. The player who hosts the group becomes Player 1, and will get a waiting screen.



[4] Join a group: *Everyone except Player 1*

All players except for Player 1 should select 'Join a Group', select the group name, and then press the X button. If there are multiple groups you can join, choose one.



The group name is the nickname of Player 1's PSP® (PlayStation®Portable) system.

[5] Set members: *Player 1*

When all players have joined the group and Player 1 presses the START button, the screen to the right will appear. To continue to the Rules Setup Screen, press the X button.



[6] Rule settings

Once all players have joined, Player 1 can adjust the Rule settings. Set the rules, use the cursor to highlight 'Battle Start', then press the X button to start the game (see page 20 for details on Rule settings).



GAME PROGRESSION

Adjust the rules for your Battle game.



Matches

Set the number of matches played from 1 to 5.

Time

Adjust the time limit for the battle from 1 to 5 minutes, or select unlimited time.

Sudden Death

Turn pressure blocks on or off (pressure blocks fall when time is running out).

Shuffle

Adjust settings for the players' starting positions. Choose from default (Player 1 in upper left, Player 2 in lower right, Player 3 in upper right, Player 4 in lower left) or randomised positions.

Skull

Choose whether or not skull items are destroyed by bombs (see page 28 for details).

Revenge

When turned on, defeated players can attack from outside the stage. If set to Super, defeated players can return to the stage by defeating another player.

Player Settings

Determine the number of players. You can choose from 'Weak', 'Normal', or 'Strong' opponent difficulties, or 'Off' to disable that player.



Stage Select

You can choose from various battle stages. The number of stars indicates the difficulty level.



Confirm Settings

Confirm the settings you have selected so far, and adjust detailed settings.



Maniac Setup

Item Select

Adjust the number of each item that is placed on the stage.



Handicap

Adjust the number of bomb blasts a player can take before dying.

This setting can be adjusted separately for each player.

Battle Start

Begin the Battle game.

Team Select

Split players into teams.

Character Select

Assign characters to each player.

Back

For a one-player game or if you have created a group, this will return you to the Stage Select Screen. If you have joined a group, this will return you to the top screen of the Battle Menu. If all rule settings are okay, move the cursor to 'Battle Start' and press the $\times$ button.

BATTLE START

After a game

After a game you will return to the 'Confirm settings' screen. To return to the versus menu, if you were playing a one-player versus game, or if you created the group, use the $\odot$ button to work your way backwards through each of the screens. If you joined a group, select 'Back' from the 'Confirm settings' screen to return to the versus menu.

THE GAME SCREEN



- 1 Time limit** The time remaining in the battle. This can be adjusted in the Rule settings.
- 2 Top display** can be switched between the number of wins of each player and current power-ups with  button.
- 3 Revenge bombers** Defeated players can attack from outside the stage.

WIN/LOSS RESULTS

After the round is over, the winning character will get the win added to their record.



If two or more players are killed at the same time to end the round, or if time runs out, the round will end in a tie. There is no winner in this case, so the results are not counted.

If there are more rounds remaining, the next battle begins. If not, the awards ceremony begins. Afterwards, you will return to the 'Confirm settings' screen.



GAME SHARING



GAME SHARING

You can transfer a game to a PSP® (PlayStation®Portable) system that does not have a PSP®Game inserted, using the Wireless [WLAN] functionality. The recipient can then participate in a versus game.



HOW TO SHARE A GAME

You can share a game with up to 3 other people at the same time.

You will need:

To send the game:

- 1 PSP® (PlayStation®Portable) system
- 1 BOMBERMAN PSP®Game

To receive the game:

- 1 PSP® (PlayStation®Portable) system per person

Make sure the sending PSP® (PlayStation®Portable) system and receiving PSP® (PlayStation®Portable) system are within 32 feet of each other.

[1] Turn the WLAN switch on: *Everyone*

The player sending the game should start up the game, and the player(s) receiving the game should turn the power on. All players should turn their WLAN switch on.

[2] Menu selections

Sender



Select 'Game Sharing' from the menu.

Receiver



Select Game Sharing from the PSP® Home menu.

Once you select Game Sharing a waiting screen will appear, and a search will begin for PSP® (PlayStation®Portable) systems within communications range.

[3] Communications Start

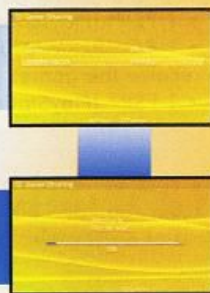
Sender

Once a request is received the screen below will appear. Press the **X** button to begin communications.



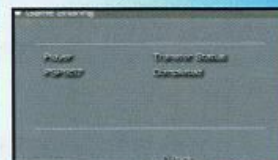
Receiver

Once the sending PSP® (PlayStation®Portable) system is found, the screen below will appear. Choose 'Enter' to send a request.



[4] End Communications

Sender



When communications are complete, the menu screen will appear.

Receiver



When communications are complete the screen above will appear. Press the START button to start the game.

After you receive the game you can play Battle games (see page 18 for details).



To end a received game, turn the power off, or press the HOME button and end the game. Games received via Game Sharing will be lost.

GOLD BOMBER

If you win a Battle game, your Bomberman will turn gold to mark you as the victor.





ITEMS



ITEM EFFECT TIME

In a Normal game, you can stock items as you find them. Different items are effective for different lengths of time. See below for the meanings of the icons next to each item.

Lasts until you lose a life	Lasts for one stage	Lasts until time limit runs out
Disappears after one use	Lasts for one stage, and disappears after one use	

ITEMS YOU CAN KEEP AFTER LOSING A LIFE

In a Classic game you can keep the 'Fire up', 'Bomb up', and 'Speed up' items even after you lose a life, and you retain the upgrades to the number of bombs, bomb firepower, and speed.

All other items are lost when you lose a life.

BASIC ITEMS (FOR NORMAL/CLASSIC/BATTLE)



Fire Up

Upgrades bomb firepower one level.



Speed Up

Increases speed one level.



Bomb Up

Increases the number of bombs you can place by one.



ITEMS COMMON TO NORMAL AND CLASSIC MODES



Remote Control

Lets you set off placed bombs with the X button.



Bomb Pass

Lets you pass through bombs.



Wall Pass

Lets you pass through soft blocks.



Invincibility Suit

Protects you from all damage for a set period of time.



Fireman

Protects you from bomb blasts.



1-UP

Adds one life to your life stock.

ITEMS COMMON TO NORMAL AND BATTLE MODES



Full Fire

Upgrades your bomb blasts to maximum firepower.



Power Bomb

Upgrades the first bomb you place to maximum firepower.



Mine Bomb

Turns the first bomb you place into a mine that hides in the ground.



Dangerous Bomb

Modifies the blast for the first bomb you place to explode in a square pattern.



Penetrate

Makes your bomb blasts penetrate soft blocks.



Line Bomb

Lets you place all of your bombs in a line by pressing the O button twice.



Bomb Kick

Lets you kick bombs by running into them. Press the A button to stop a kicked bomb.



NORMAL GAME-ONLY ITEMS



Clock
Adds 1 minute to the remaining time.



Heart
Protects you from damage once.



Glasses
Shows you the location of items hidden in soft blocks.

BATTLE GAME-ONLY ITEMS



Rubber Bomb
Turns bombs into bouncy bombs that bounce off walls when kicked.



Fire Down
Decrease bomb firepower by one level.



Bomb Down
Decreases the number of bombs that can be placed by one.



Clogs
Decreases speed by one level.



Question Mark
Adds effects from a random item.



Skull
Makes you sick. You can cure yourself by touching another player or waiting for time to pass. See symptoms below:

- Speedy:** Character speed becomes extremely fast
- Slowpoke:** Character speed becomes extremely slow
- Diarrhoea:** Drops bombs uncontrollably
- Mute:** Cannot place bombs
- Weak:** Can only place one bomb, with a firepower level 1
- Can't stop:** Once you start moving, you can't stop until you run into an obstacle
- Reverse:** Character controls are reversed
- Impatient:** Bombs explode quickly after being placed
- Delay:** Bombs explode slowly after being placed
- Change:** Suddenly switches positions with other players

BATTLE STAGES



Some of the battle stages are listed below. There are also hidden stages that can be unlocked by fulfilling various conditions.



>Standard
A simple stage with only soft blocks.



>Standard Jr.
A smaller version of the standard stage.



>Power Trip
Players start with maximum firepower.



>Items Galore
A large pile of items are placed in the middle.



>Piping Hot
A stage with tunnels big enough to hide in.



>The Boom Factory
Conveyor belts can move bombs and players.



>Bomb Benders
Arrows can bend kicked bombs.



> Boom Senders

Tunnels can bend kicked bombs and bomb blasts.



> Slip & Bang

You can't stop on this slippery stage unless you run into an obstacle.



> Steam Stepper

Geysers erupt to block your view.



> Speed Freak

Players start with maximum speed.



> Totally Warped

Warp from hole to hole.



> On Holely Ground

Players can't pass through the holes, but bomb blasts can.

HIDDEN STAGES

There are other stages that can be unlocked by fulfilling certain conditions.

> Unlocking Hidden Battle Stages

For example, clear stage 50 in the Classic game mode, and keep the saved data.

Etc...

OPTIONS



Sound Test

Listen to music and sound effects and adjust the volume of music and sound effects.



Control Settings

Change settings for the Δ / $\bigcirc$ / $\times$ / $\square$ buttons to match your playing style.



Item Scroll

Change controls for the **R** and **L** buttons in a Normal game.



Rankings

View top scores for Normal and Classic games.



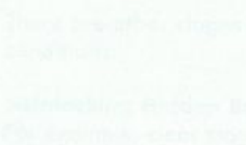
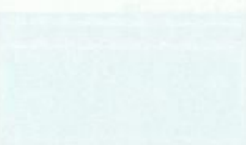
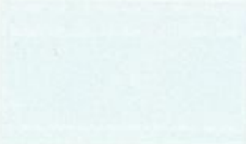
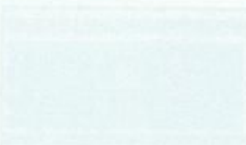
Save Settings

Turn Autosave on and off, or delete saved game data. When Autosave is turned on, data will be saved automatically when you return to the Options menu screen.

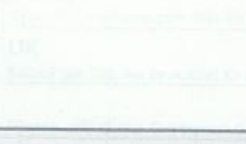
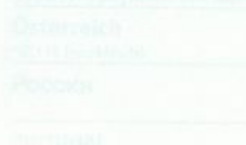
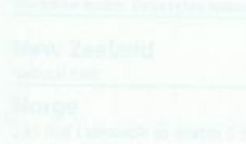
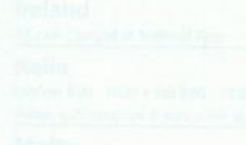
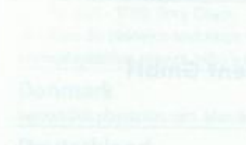




NOTES



NOTES



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